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Title: Magical places in Britannia

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#### Introduction:

Some places in the world have a magical aura around it. It is for this reason, that some spells work best in these places. Only the most powerfull of wizards, Nystul comes to mind, do not require these places to cast powerfull spells.

#### Chapter 1: The Star Room

This is known to most people, spellcasters and common folk. Hidden deep within the Terrathan fortress, in the Lost Lands, is the way to enter this room. One must touch the fire three times, and he shall be teleported into this room. It is said that this place is closest to the Gods, and thus increases the chance the spell is successfull. Although it is unsure wether the Star Room is actually closer to the Gods, it is certain that spells are more powerfull there.

## Chapter 2: Mushroom circles

These are quite common in the woods. Small circles made of mushrooms. Inside these circles there is often a source of Magic which can be used to wizards and other spellcasters. Some people claim it is mother Nature, who is also known as Gaia' who makes these circles to assist her children. Particular spells that summon animals or creatures of Nature are done inside these circles. Some spellcasters draw their power from these circles.

## Chapter 3: Pentagrams and Abbatoirs

Pentagrams and Abbatoirs both assist a spellcaster in performing a ritual or casting a certain spell. Pentagrams are usually used for the more difficult spells, while Abbatoirs usually serve for the less difficult spells. Some rituals require a Pentagram or Abbatoir to work. Without them, there will be no effect.

## Chapter 4: High Places

For some spells a Wizard or spellcaster must attempt to get as high as possible for a spell to work. This is the reason why Pentagrams and Abbatoirs are often on top of large towers. If the wizard or other spellcaster is as high as possible, the spell or ritual is more likely to work.

#### Chapter 5:

##### Other places

There are several other places around which are used by the different sorts of spellcasters. I shall list a few of them down below.

- The Druidic Grove
- The Shrines of Virtue
- The Crypts (for the darker side of magery)
- The City of Wind
- The Serpent Pillars